

GURPS

CHARACTER SHEET

Name: Orc Melee
 Race: Orc
 Appearance: Worthy Goblin-Kin

Player: DF NPC Worthy
 Ht: Wt: Age:

Spent: 232
 Unspent: 18

ST 14* [30]	HP 20\$ [8]	Basic Speed 6,75 [20]
DX 11 [20]	Will 12‡ [10]	Basic Move 6 [0]
IQ 9† [0]	Per 10‡ [0]	BL 39 lb (ST×ST)/5
HT 12‡ [10]	FP 12 [0]	Thr 1d Sw 2d
TL 3 [0]	SM +0	

* Includes: +1 from 'Racial ST Bonus' ‡ Includes: +1 from 'Orc (Dungeon Fantasy)'
 † Includes: -1 from 'Orc (Dungeon Fantasy)' § Includes: +2 from 'Orc (Dungeon Fantasy)'

Vision 10*	Taste/Smell 10	Death Check 12
Hearing 12†	Fright Check 14‡	Broad Jump 3 yd
Touch 10	Consciousness 12	High Jump 2.17 ft

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
 † Includes: +2 from 'Acute Hearing'
 ‡ Includes: +2 from 'Combat Reflexes'

HP 6, 0, -20, -40, -60, -80, -100 **FP** 3, 0, -12

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6



MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Axe	15	11U	2d+2 cut	1	11	4	
Brawling: Punch	15	11	1d cr	C	-	-	
Brawling: Bite	15	-	1d cr	C	-	-	
Brawling: Kick	13	-	1d+1 cr	C,1	-	-	
Broadsword: swing	15	11	2d+1 cut	1	10	4	
Broadsword: thrust	15	11	1d+1 cr	1	10	4	
Great Axe	15	11U	2d+3 cut	1,2*	12‡	4	
Medium Shield	13	-	1d cr	1	-	4	[2,3,4]
Morningstar	14	11U	2d+3 cr	1	12	4	[6]
Spear: one-handed thrust	15	11	1d+2 imp	1*	9	4	[1]
Spear: two-handed thrust	15	11	1d+3 imp	1,2*	9†	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear	7	1d+3 imp	2	14 yd / 21 yd	1	T(1)	9	-3	-	4	

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	9*	10*	10*	
Axe/Mace	DX	Shield (Shield)	None	

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	11	
Hands	7	
Legs	11	
Feet	7	

Bonus DR: 2†
Bonus DB: 2

Notes:

* Includes: +1 from 'Combat Reflexes' † Includes: +2 from 'Damage Resistance'

TEMPLATES AND META-TRAITS	
Name	Pts
Orc (Dungeon Fantasy)	[15]
Racial ST Bonus 1 (Size)	[10]
Acute Hearing 2	[4]
Roll: 12 (Hearing)	
Goblin-Kin Infravision	[10]
Roll: 12 (Per+2)	
Rapid Healing	[5]
Resistant to Metabolic Hazards (+3 to resist)	[10]
Appearance (Ugly)	[-8]
Bully (12 or less)	[-10]
Social Stigma (Savage)	[-10]

ADVANTAGES	
Name	Pts
Combat Reflexes	[15]
Damage Resistance 2 (Tough Skin)	[6]
High Pain Threshold	[10]
Roll to ignore pain: 15 (Will+3)	

SKILLS			
Name	Level	Relative	Pts
Axe/Mace	15	DX+4	[16]
Parry: 11			
Brawling	15	DX+4	[12]
Parry: 11			
Broadsword	15	DX+4	[16]
Parry: 11			
Flail	14	DX+3	[12]
Parry: 11			

SKILLS (continued)			
Name	Level	Relative	Pts
Shield (Shield) <small>Block: 10</small>	13	DX+2	[4]
Spear <small>Parry: 11</small>	15	DX+4	[16]
d Two-Handed Axe/Mace <small>Parry: 11</small>	15	DX+4	[12]

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat	1330	71.5 lb
1	Spear	40	4 lb
1	Morningstar	80	6 lb
1	Medium Shield	60	15 lb
1	Great Axe	100	8 lb
1	Broadsword	500	3 lb
1	Axe	50	4 lb
1	Armor	500	31.5 lb
1	Heavy Leather Sleeves <small>Location: arms</small>	50	2 lb
1	Heavy Leather Leggings <small>Location: legs</small>	60	4 lb
1	Boots <small>Location: feet</small>	80	3 lb
1	Light Scale Armor <small>Location: torso</small>	150	15 lb
1	Bronze Helmet <small>Location: skull, face</small>	160	7.5 lb
Totals:		1330	71.5 lb
Qty	Loot	Cost	Weight
1	Loot	40	6.4 oz
40	Copper Farthing	40	6.4 oz
Totals:		40	6.4 oz